AMENDMENTS TO THE SPECIFICATION

In the Specification:

Please replace the third paragraphs [0045], [0047], and [0048] of the specification with the following amended paragraphs:

[0045]   More generally, these options can be made available to users to select at any time, *via* a rich control panel for specifying preferences about heralds, (*e.g.,* with regard to the attention-sensitive positioning). Also, an option can be added that when the herald 160 is accessed and ~~it's~~ its information is displayed, and if the information or configuration of information is complex, then other open windows or structures associated with the current or other tasks can be moved to the side, or collapsed and minimized in a particular iconic structure or other symbolic representation. When the information from the herald is closed, then the task is restored to what it was like before the herald was accessed (*e.g.,* task jogged back to the position it was in, or "re-hydrated" back up to full size and position it was in). Other controls include herald or general gestures or control that lets a user say[[.]], "no, not now" to the herald 160. That is, instead of just going away, the herald can be told to come back again soon when user has a bit more time or has finished something. This can also be coupled with a "snooze" feature, allowing user to say, "later" or "in 5 minutes, please" (come up again in 5 minutes, not now).

[0047]   Based upon message urgency for example, the herald can change positions in the appropriate location. For example, the herald position for important information is displayed in the lower right-hand corner of the active window, the window that contains the content that is currently (or was just recently) being worked on active, but if the time for activity has passed and some threshold time has been reached, the item is displayed in the center of the last active monitor, if more time passes, the herald is displayed at a default location (lower right hand side of left most display), and/or if more time passes, user is assumed to be away and the herald is logged *via* a mechanism that will display important unseen heralds to the user in a particular location when they are sensed as "arriving back" at a system.

[0048]   Other herald aspects include alerting functions such as a "while you were away, you missed these notices" function[[:]]. For heralds that would have been displayed if the user was around, when the user returns after time away (*e.g.,* after some time of no activity on system, or in more sophisticated systems, after not being seen to ~~having~~ have gazed at the system, or no office activity detected (*e.g.,* acoustical), then, is seen to be back with gaze or other presence, or moves a mouse and breaks a screen saver, *etc.*), user is displayed with a list of heralds of missed information in some location (*e.g.,* in default spot, where mouse is now, in active initial window, *etc.*) These options can be coupled with a timing out of importance of heralds, *e.g.,* only the messages from the last 1 hour are showed explicitly, others are clustered into closed links (*e.g.,* labeled "Older than 1 hr"). Sound localization methods, such as stereo acoustical renderings can cognitively localize the audio associated with a herald in a position at or near the location of the physical rendering of the herald.